

Scarce Resources

Missions

Primary (*pts) – Shared Tactical Objectives Deck

Secondary (10pts) – Zone Control

Tertiary (5pts) – Kill Points

Quaternary (*pts) – Save Our Own

Shared Tactical Objectives Deck

Both players use the same Tactical Objectives Deck for the entire game.

Each player draws two tactical objective cards before the game starts. At the start of each player turn both players draw one tactical objective card each. Players may choose at any time to discard any number of tactical objective cards; if so they shuffle the discarded card back into the deck.

The players gain the points designated as per tactical objective card upon its completion.

Zone Control

Divide the board into 2'x2' tiles, or divided evenly into an even number of zones. To control a zone a player must have a scoring unit wholly within a zone, without it being contested, at the end of the game. The player who controls the most zones wins the secondary objective.

Kill Points

A player gets 1 victory point for each unit they fully destroy. The player who has the most victory points at the end of the game wins the tertiary objective.

Save Our Own

A player gets +1 point to their final score for each unit they control that is not destroyed by the end of the game.

* All objectives are completely impassable. They cannot be moved upon by anything whatsoever, no exceptions.

** If a mission is tied or neither player achieve it, with the exception of the primary and quaternary, then both players split the points for that mission rounding up. Also, If you table your opponent (destroy his/her entire army), then you may use the remaining turns, if there are any left, to achieve the missions. Tabling your opponent is not an automatic win; you still need to accomplish the missions.

Deployment: Hammer and Anvil

Game Length: Standard Game Length

Special Rules: Night Fighting, Reserves